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## PSEUDO RANDOM TEST PATTERN GENERATION USING MARKOV CHAINS

### BACKGROUND OF THE INVENTION

#### 5 1. Technical Field:

The present invention relates to simulation and, in particular, to automatic generation of test patterns for simulation. Still more particularly, the present invention provides a method, apparatus, and program for  
10 automatically generating pseudo random test patterns using Markov chains.

#### 2. Description of Related Art:

In order to verify operation of a system through  
15 simulation, memory access test patterns must be generated. The patterns must be generated automatically, since the number of transactions driven by the patterns must be very large.

Random pattern generation is a typical approach for  
20 automatically generating test patterns. However, purely random patterns do not tend to produce transactions that test the limits of the system being simulated. Often, simulation is used to attempt to "break" the hardware being tested. Ideally, the designer would like to use  
25 the exact test patterns that will likely cause the hardware to fail. Thus, if the hardware withstands the stress of the test patterns, then the design is sound.

Examples of patterns that do tend to test the system limits are patterns having bursts and strides. But  
30 purely random pattern generation does not generally

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produce burst-like and stride-like patterns.

Therefore, it would be advantageous to automatically generate patterns that have desired tendencies.

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### **SUMMARY OF THE INVENTION**

The present invention provides a driver module that generates test patterns with desired tendencies. The driver module provides these test patterns to controlling code for simulation of a hardware model. The test patterns are generated by creating and connecting subgraphs in a Markov chain. Each subgraph may be specifically designed to induce a desired tendency in the test pattern, such as a burst or a stride. Many other tendencies may be designed into the test patterns using these subgraphs. The Markov model describes a plurality of states, each having a probability of going to at least one other state. Markov models may be created to determine whether to drive an interface in the hardware model and to determine the command to drive through the interface.

Once the driver module creates and connects the subgraphs of the Markov models, the driver module initiates a random walk through the Markov chains and provides the commands to the controlling code.

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### BRIEF DESCRIPTION OF THE DRAWINGS

The novel features believed characteristic of the invention are set forth in the appended claims. The invention itself, however, as well as a preferred mode of use, further objectives and advantages thereof, will best be understood by reference to the following detailed description of an illustrative embodiment when read in conjunction with the accompanying drawings, wherein:

**Figure 1** is a pictorial representation of a data processing system in which the present invention may be implemented in accordance with a preferred embodiment of the present invention;

**Figure 2** is a block diagram of a data processing system in which the present invention may be implemented;

**Figure 3** is a block diagram of a simulation in accordance with a preferred embodiment of the present invention;

**Figures 4A and 4B** illustrate exemplary Markov chains used to drive interfaces of a hardware simulation model in accordance with a preferred embodiment of the present invention; and

**Figure 5** is a flowchart illustrating the operation of a pseudo random test pattern generation process in accordance with a preferred embodiment of the present invention.

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### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

With reference now to the figures and in particular with reference to **Figure 1**, a pictorial representation of a data processing system in which the present invention may be implemented is depicted in accordance with a preferred embodiment of the present invention. A computer **100** is depicted which includes a system unit **110**, a video display terminal **102**, a keyboard **104**, storage devices **108**, which may include floppy drives and other types of permanent and removable storage media, and mouse **106**. Additional input devices may be included with personal computer **100**, such as, for example, a joystick, touchpad, touch screen, trackball, microphone, and the like.

Computer **100** can be implemented using any suitable computer, such as an IBM RS/6000 computer or IntelliStation computer, which are products of International Business Machines Corporation, located in Armonk, New York. Although the depicted representation shows a computer, other embodiments of the present invention may be implemented in other types of data processing systems, such as a network computer. Computer **100** also preferably includes a graphical user interface that may be implemented by means of systems software residing in computer readable media in operation within computer **100**.

With reference now to **Figure 2**, a block diagram of a data processing system is shown in which the present invention may be implemented. Data processing system **200**

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is an example of a computer, such as computer **100** in **Figure 1**, in which code or instructions implementing the processes of the present invention may be located. Data processing system **200** employs a peripheral component  
5 interconnect (PCI) local bus architecture. Although the depicted example employs a PCI bus, other bus architectures such as Accelerated Graphics Port (AGP) and Industry Standard Architecture (ISA) may be used. Processor **202** and main memory **204** are connected to PCI  
10 local bus **206** through PCI bridge **208**. PCI bridge **208** also may include an integrated memory controller and cache memory for processor **202**.

Additional connections to PCI local bus **206** may be made through direct component interconnection or through  
15 add-in boards. In the depicted example, local area network (LAN) adapter **210**, small computer system interface SCSI host bus adapter **212**, and expansion bus interface **214** are connected to PCI local bus **206** by direct component connection. In contrast, audio adapter **216**, graphics  
20 adapter **218**, and audio/video adapter **219** are connected to PCI local bus **206** by add-in boards inserted into expansion slots. Expansion bus interface **214** provides a connection for a keyboard and mouse adapter **220**, modem **222**, and additional memory **224**. SCSI host bus adapter **212** provides  
25 a connection for hard disk drive **226**, tape drive **228**, and CD-ROM drive **230**. Typical PCI local bus implementations will support three or four PCI expansion slots or add-in connectors.

An operating system runs on processor **202** and is used

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to coordinate and provide control of various components within data processing system **200** in **Figure 2**. The operating system may be a commercially available operating system such as Windows 2000, which is available from  
5 Microsoft Corporation. An object oriented programming system such as Java may run in conjunction with the operating system and provides calls to the operating system from Java programs or applications executing on data processing system **200**. "Java" is a trademark of Sun  
10 Microsystems, Inc. Instructions for the operating system, the object-oriented programming system, and applications or programs are located on storage devices, such as hard disk drive **226**, and may be loaded into main memory **204** for execution by processor **202**.

15 Those of ordinary skill in the art will appreciate that the hardware in **Figure 2** may vary depending on the implementation. Other internal hardware or peripheral devices, such as flash ROM (or equivalent nonvolatile memory) or optical disk drives and the like, may be used  
20 in addition to or in place of the hardware depicted in **Figure 2**. Also, the processes of the present invention may be applied to a multiprocessor data processing system.

For example, data processing system **200**, if  
25 optionally configured as a network computer, may not include SCSI host bus adapter **212**, hard disk drive **226**, tape drive **228**, and CD-ROM **230**, as noted by dotted line **232** in **Figure 2** denoting optional inclusion. In that case, the computer, to be properly called a client  
30 computer, must include some type of network communication

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interface, such as LAN adapter **210**, modem **222**, or the like. As another example, data processing system **200** may be a stand-alone system configured to be bootable without relying on some type of network communication interface, whether or not data processing system **200** comprises some type of network communication interface. As a further example, data processing system **200** may be a personal digital assistant (PDA), which is configured with ROM and/or flash ROM to provide non-volatile memory for storing operating system files and/or user-generated data.

The depicted example in **Figure 2** and above-described examples are not meant to imply architectural limitations. For example, data processing system **200** also may be a notebook computer or hand held computer in addition to taking the form of a PDA. Data processing system **200** also may be a kiosk or a Web appliance. The processes of the present invention are performed by processor **202** using computer implemented instructions, which may be located in a memory such as, for example, main memory **204**, memory **224**, or in one or more peripheral devices **226-230**.

Turning now to **Figure 3**, a block diagram of a simulation is shown in accordance with a preferred embodiment of the present invention. A hardware model **310** is simulated under control of simulation controller **320**. The simulation controller receives commands to send across the interfaces of hardware module **310** from driver module **330**.



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Hardware model **310**, simulation controller **320**, and driver model **330** may be embodied as code on a data processing system, such as data processing system **200** in **Figure 2**. In an alternative embodiment, each one of the

5 hardware model, simulation controller, and driver model may be embodied on a separate data processing system. For example, hardware model **310** and simulation controller **320** may be embodied as code on one data processing system and receive commands to be driven on the interfaces of

10 the hardware model from the driver module, which is embodied on another data processing system. As another example, simulation controller **320** and driver module **330** may be embodied on a data processing system, while the hardware model is embodied on specialized simulation

15 hardware.

Driver module **330** creates and connects subgraphs of Markov models **332** that describe the tendencies of the test patterns for the hardware model. The Markov models describe a plurality of states, each having a probability

20 of going to at least one other state. The probabilities of each Markov chain may be entered into a transition matrix indicating which state follows which other state.

**Figures 4A and 4B** illustrate exemplary Markov chains used to drive interfaces of a hardware simulation model

25 in accordance with a preferred embodiment of the present invention. Particularly, with reference to **Figure 4A**, state **402** is a "drive" state, which dictates that the controlling code drive an interface of the hardware model. Thus, a subgraph may exist for each interface of

30 the hardware model. State **402** has a probability of .01

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or 1% of transitioning to state **404**, which also is a drive state. State **402** also has a probability of .99 or 99% of returning to state **402**. All the probabilities of outward transitions for a state must add up to one or  
5 100%.

The Markov chain follows with state **404** having a .01 chance of transitioning to state **406** and a .99 probability of returning to step **404**. Drive state **406** has a .01 probability of transitioning to state **408** and  
10 drive state **408**, in turn, has a .01 chance of transitioning to state **410**. Drive state **410** has a high probability,  $p$ , of returning to state **402** and a probability of  $1-p$  of transitioning to another pattern. The commands that are driven across the interface during  
15 a drive state may also be determined by a Markov chain. While in this chain, the test pattern will likely include a "burst" having at least five drive states and more likely having many more than five drive states. The tendencies of the burst may be modified by adjusting the  
20 probabilities and the minimum number of successive drive states. A Markov model used to describe whether to drive an interface may be referred to as a "driver model," while a Markov model used to describe the commands to send across the interface may be referred to as a  
25 "command model."

Turning now to **Figure 4B**, state **452** is a "drive" state, which dictates that the simulation controller drive an interface of the hardware model. State **452** has a probability of .01 or 1% of transitioning to state **454**,

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which also is a drive state. State **452** also has a probability of .99 or 99% of returning to state **452**.

The Markov chain follows with state **454** having a .01 chance of transitioning to state **456** and a .99 probability of returning to step **454**. State **456** is a wait state indicating that the interface is not to be driven while in this state. Wait state **456** has a .01 probability of transitioning to state **458** and wait state **458**, in turn, has a .01 chance of transitioning to state **460**. Wait state **460** has a high probability,  $p$ , of returning to state **452** and a probability of  $1-p$  of transitioning to another pattern. This Markov chain will likely result in a "stride" having at least two drive states followed by at least three wait states, although due to the probabilities each stride will more likely have many drive and wait states. Many other tendencies may be designed into the test patterns using these subgraphs and combinations of subgraphs.

With reference now to **Figure 5**, a flowchart is shown illustrating the operation of a pseudo random test pattern generation process in accordance with a preferred embodiment of the present invention. The process begins and creates subgraphs that describe the behaviors desired in the test patterns (step **502**). Next, the process connects the subgraphs (step **504**) and initiates a random walk through the Markov chains (step **506**). Thereafter, the process provides the commands generated by the Markov chains to the controlling code (step **508**) and ends.

Thus, the present invention solves the disadvantages

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of the prior art by providing a driver module that generates test patterns based on Markov chains. The Markov chains may be designed to generate test patterns with desired tendencies. The driver module provides  
5 these test patterns to controlling code for simulation of a hardware model. The test patterns are generated by creating and connecting subgraphs in the Markov chains. The Markov model describes a plurality of states, each having a probability of going to at least one other  
10 state. Markov models may be created to determine whether to drive an interface in the hardware model and other Markov models may be created to determine the commands to drive through the interface.

Once the driver module creates and connects the  
15 subgraphs of the Markov models, the driver module initiates a random walk through the Markov chains and provides the commands to the controlling code.

It is important to note that while the present invention has been described in the context of a fully  
20 functioning data processing system, those of ordinary skill in the art will appreciate that the processes of the present invention are capable of being distributed in the form of a computer readable medium of instructions and a variety of forms and that the present invention  
25 applies equally regardless of the particular type of signal bearing media actually used to carry out the distribution. Examples of computer readable media include recordable-type media such a floppy disc, a hard disk drive, a RAM, and CD-ROMs and transmission-type  
30 media such as digital and analog communications links.

The description of the present invention has been

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presented for purposes of illustration and description,  
but is not intended to be exhaustive or limited to the  
invention in the form disclosed. Many modifications and  
variations will be apparent to those of ordinary skill in  
5 the art. The embodiment was chosen and described in  
order to best explain the principles of the invention,  
the practical application, and to enable others of  
ordinary skill in the art to understand the invention for  
various embodiments with various modifications as are  
10 suited to the particular use contemplated.